

1 The Weirdo

XP Trigger: Address a problem with misdirection and whimsy

Touchstones: Luna Lovegood, Sucky Manbavaran, Constanze

You know or practice a type of magic that's unusual (alchemy and poisons, gadgeteering, fantastical creatures). Your special thing is that your unique magic style comes in handy when nothing else works or when things get weird, but it can cause trouble for friends too.

2 Actions

2.1 Brains

Fiddle
Study
Theorize

2.2 Guts

Duel
Scurry
Tiptoe

2.3 Heart

Chat
Feel
Yell

3 Trappings

Standard wand
Flying broom
Animal familiar
Light spell
Fireball spell
Transformation spell
Grimoire with other spells

4 Special Trappings

Mundane item or toy
Precious keepsake
Snack food

5 Abilities

Magic From the Heart: when you Yell or Feel in support of naive optimism, you gain potency. When you Resist in the name of those ideals, roll +1d.

Inspiring Idiocy: when someone assists you with a Stupid roll, mark Friendship.

What's This Do?: misuse one of your trappings in a weird or creative way to gain potency on a magical effect.

Too Dumb To Fail: in addition to all other effects, any roll on an ability you don't have advances a progress clock by at least 1 segment.

Something Amazing: at the start of an adventure, start a 4segment clock. Mark a segment when you accept an Uh-Oh, or a Bad Outcome happens to anyone. When the clock finishes ticking, you can choose one magical effect you're rolling or assisting on; it gains potency.

You Again: you get an extra downtime action to Behave, as long as you narrate how you're admonished by adults in authority over you.

6 Contacts

A mundane friend
An impressionable or loud kid
A senior citizen or older person
A local authority figure
A mysterious stranger